CruiseComp
Cruise Data Merger Module
User Manual

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1. CRUISE DATA MERGER MODULE

1.1 INTRODUCTION

The **Industrial Forestry Service Cruise Data Merger Module** greatly enhances the value and flexibility of **CruiseComp** software. It allows the user to quickly merge **block, type and/or plot data** from one dataset into another.

1.2 DATA MERGER MAIN SCREEN

The **Data Merger Screen** has two main sections; the **Project to be merged** (source data file) on the left side of the screen, and the **Current Project** (destination data file) on the right side of the screen.

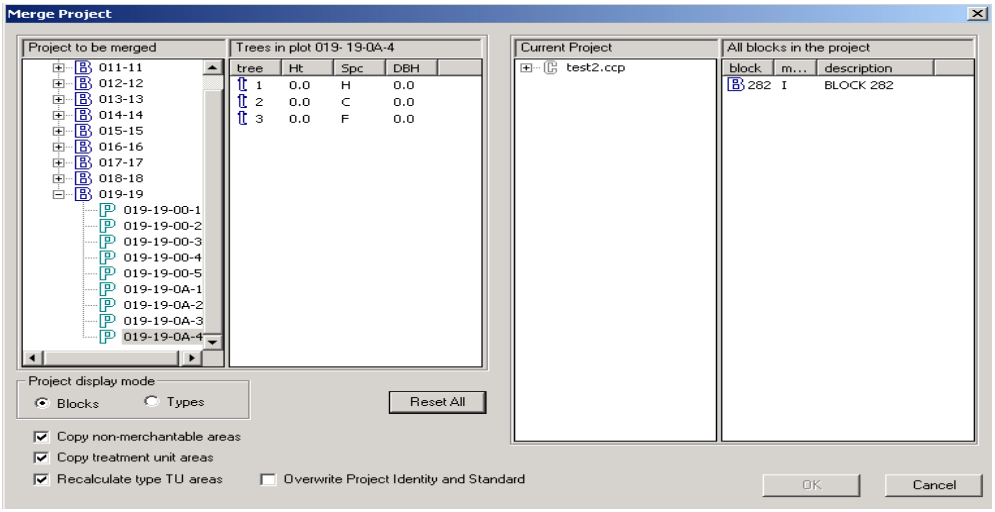

Figure 1 – Merge Project Interface (in block display mode)

The symbol denotes the file name of the **Project to be merged**, or the **Current Project**.

The symbol denotes a block in the **Project to be merged**, or the **Current Project**.

The symbol (not shown in Figure 1) denotes a type in the **Project to be merged**, or the **Current Project**.

The symbol denotes a plot in **Project to be merged**, or the **Current Project**.

The symbol denotes a tree in a plot in the **Project to be merged**, or the **Current Project**.

Please note that individual trees cannot be merged. They are only shown to help the user identify plots for merging.

The user can merge areas from the source file along with the data by using a series of check boxes in the lower left portion of the M**erge Project** window.

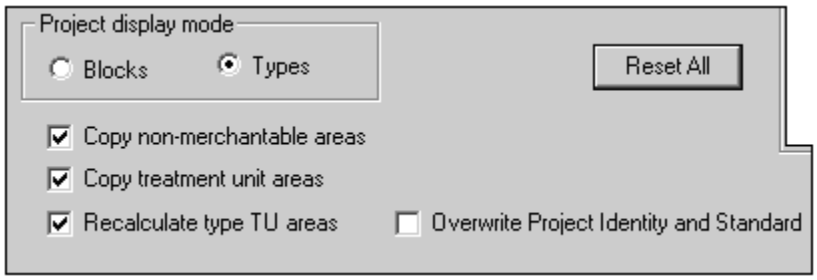

Figure 2 – Project display modes & custom functions.

The **Project Display mode** determines whether the data to be merged is displayed by block or by type. The user cannot choose both at the same time.

The **Copy non-merchantable areas** option will merge any non-merchantable areas, such as **wildlife tree patches**, **reserves**, or **RoW's**, into the **Current Project**. This box is checked as the default.

The **Copy treatment unit areas** option will merge the treatment unit areas of the **Project to be merged** into the **Current Project**. This box is checked as the default.

The **Recalculate type TU (Treatment Units) areas** option recalculates the types in the **Current Project** after the source types have been merged in. This box is checked as the default.

The **Overwrite Project Identity and Standard** option replaces the **Current Project** identity and standards with those from the **Project to be merged**. Check this option when the **Project to be merged** (source file) contains the more appropriate information than the **Current Project** (destination file). This box is unchecked as the default.

The **Reset All** button will cancel the merge process and the **Merge Project** window will revert to its original setup, removing any blocks, types, or plots from the **Current Project**. This can be done at any time before the final step of the merge process has been completed.

It is always a good practice to make back-up copies of the original files before working on them, to avoid irreversible mistakes.

2. MERGING DATASETS

2.1 STARTING THE CRUISE DATA MERGER MODULE

The **Current Project** or data destination file must first be opened in **CruiseComp** before starting the **Data Merger Module**. To access the **Data Merger Module**, select **File Menu** and choose **Merge** or press the **Merge** button located on the toolbar.

Select the **Project to be merged** file by double clicking or highlighting it, and clicking the **Open** button.

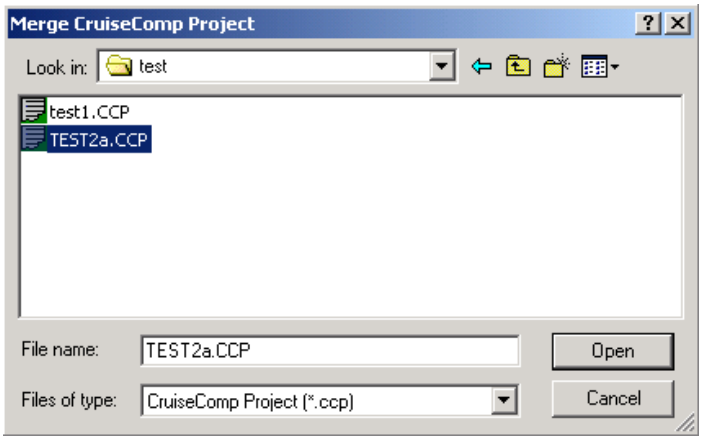

Figure 3 – Selecting a dataset

The **Merge Project** main screen will then be displayed.

2.2 DISPLAYING A PROJECT'S CONTENTS

The **Project Display Mode,** at the lower left of the screen (see figure 4), allows the user to view the data to be merged by block or by type. If there is only one type in the project, then the mode option will be grayed out, and the default will be blocks mode.

Under each block or type, the plots, and the trees in each plot can be viewed, which helps to clearly identify the data before merging. To display the blocks contained in the **Project to be merged** or the **Current Project**, click on the small plus sign beside it. The blocks will be displayed below the project. To view the plots in a block, click on the small plus sign beside the appropriate block. To view the trees contained in a plot click on that plot.

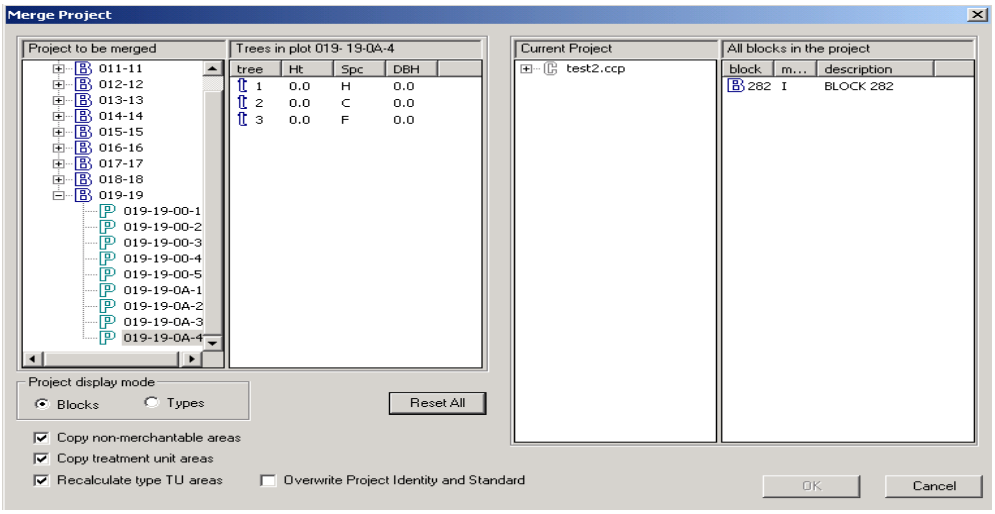

Figure 4 – Merge Project Main Screen

2.3 MERGING DATA

Click those **blocks**, **types** or **plots** to be merged, one at a time or in a group using the Ctrl or Shift key. Drag and drop them into the **Current Project** on the right side of the screen. Plots must be dropped into the appropriate block shown in the **All blocks in the project** section

As each item is dropped into the **Current Project**, CruiseComp checks for naming conflicts and advises the user if any edits need to be made.

The program will not allow two blocks with identical internal block names to be merged no matter what the block description is. The internal block names must be unique, otherwise the plots from the source project will have to be transferred over one by one.

If the **Project to be merged** has a type that is identical to the **Current Project**, the user has the option to map it to the **Current Project type**, or rename it to make it unique.

If a plot in the **Project to be merged** has a type and plot number identical to one in the **Current Project**, it must be given a new unique plot number.

2.4 CONFIRM NAME DIALOG (BLOCK)

In figure 5, block 19 has been moved to the **Current Project**. Before it can be accepted, the user must ensure that the internal block number is unique. For example, if block 19 in the **Project to be merged**, has an internal block number of 001 and a block in the **Current Project** (block 282) has the same number, the user must change the internal block number in the **Project to be merged** to a unique number. In the example the block numbers are unique, so no changes need to be made.

By checking the **Always use original block attributes unless there is a name conflict or already mapped** checkbox, the user tells the program to use all block attributes in the original data unless they conflict with the data in the **Current Project**. This allows user skip through other prompts related to block attributes if the original attributes are unique and will not be duplicated in the **Current Project**.

Once the block is unique, press the **OK** button.

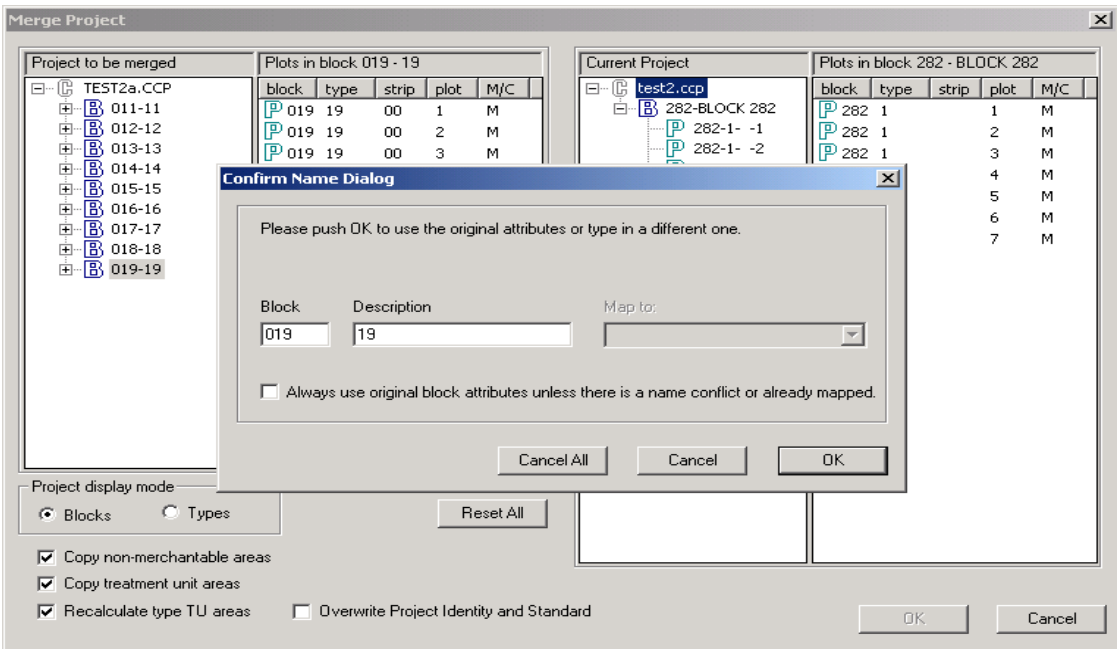

Figure 5 – Confirm Name Dialog

2.5 MAPPING DIALOG

Once each block has been merged, the **Mapping Dialog** will ask the user to confirm the type numbers. In the example, Block 19 has just one type (Type 19), which does not exist in the **Current Project**. The user can retain the number 19, give it another unique number, keeping it as a distinct type, or select an existing **Current Project type** from the dropdown list in the **Map to** box.

By checking the **Always use original type attributes unless there is a name conflict or already mapped** checkbox, the user tells the program to use all type attributes that were in the original data. This allows the user to skip through other prompts related to type attributes if the original type attributes are unique and will not be duplicated in the **Current Project**.

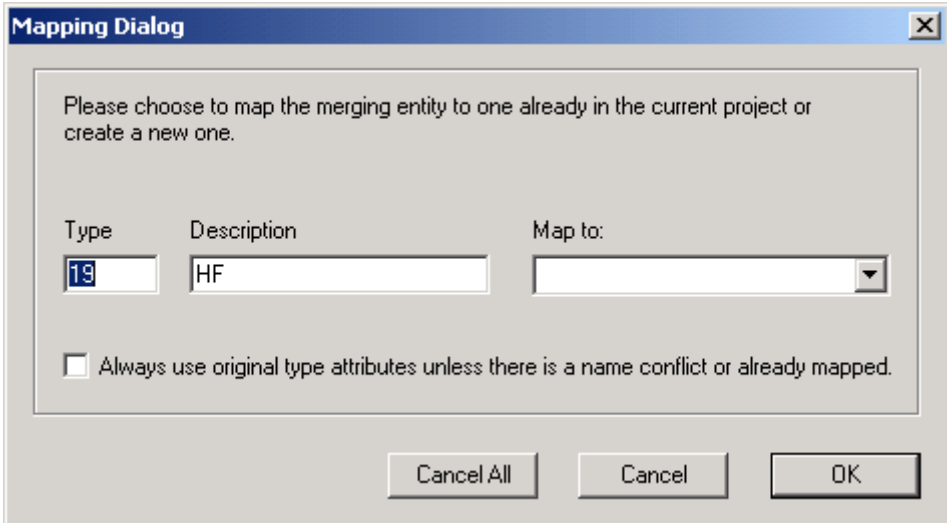
Mapping Dialog
Please choose to map the merging entity to one already in the current project or create a new one.
Type
Description
Map to:
19
HF
Always use original type attributes unless there is a name conflict or already mapped.
Cancel All
Cancel
OK

Figure 6 – Mapping Dialog

2.6 CONFIRM NAME DIALOG (PLOTS)

Once the types have been identified in the **Mapping Dialog**, the **Confirm Name Dialog** will ask the user to confirm the strip and plot information. If plots from the source file share the same strip and plot number as a plot in the same type in the current project, the strip and/or plot number will have to be made unique. Making a plot unique can be done by either changing the strip number, or changing the plot number in the **Confirm Name Dialog**.

By checking the **Always use original plot attributes unless there is a name conflict** checkbox, the user tells the program to use all original plot attribute data. This allows the user to skip through other plot attribute prompts if the original attributes are unique and will not be duplicated in the **Current Project**.

Figure 7 – Confirm Name Dialog

Once the cruise data is in the **Current Project** and has gone through all the dialog boxes, the data turns red to show that it has been moved.

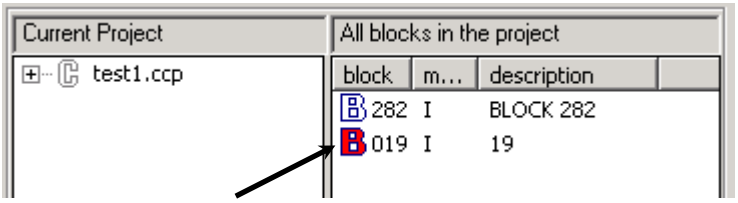

Figure 8 – Block that was moved shown in red

Press **OK** to complete.

2.7 MAPPING TREATMENT UNITS AND NON MERCHANTABLE AREAS

If the **Copy treatment unit areas** option was selected at the beginning of the merge process, a window will open, asking the user to map the treatment units. This requires the user to link treatments units from the **Project to be merged** with treatment units in the **Current Project**. The example below shows the Merch treatment unit being mapped to the Merch treatment unit of the current project. The other treatment units that do not exist within the **Current Project** will be mapped to treatment units B, C, D, and

E in the **Current Project**. By selecting a treatment unit from the **Project to be merged**, the user can choose to map the selected treatment unit to a different treatment unit in the **Current Project** by pressing the **up** or **down** buttons.

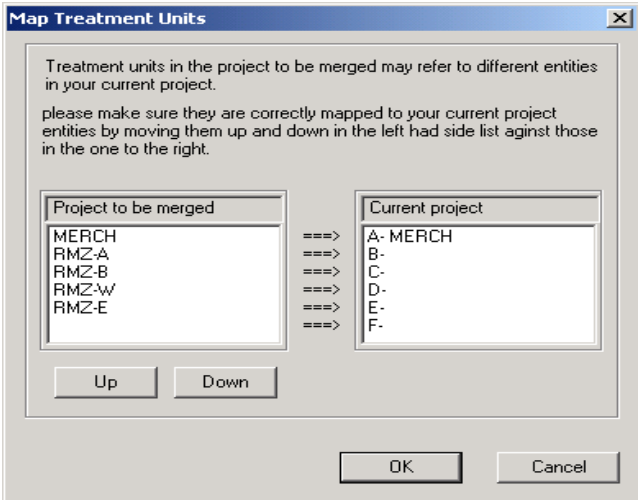

Figure 9 – Mapping Treatment Units

Once the treatment units have been mapped, press the **OK** button. The program then moves to the **Map Non Merchantable Areas** window. It is merged in the same manner as the treatment units.

2.8 MERGING MULTIPLE BLOCKS, TYPES AND PLOTS

The **Cruise Data Merger Module** allows the user to merge multiple blocks, types, or plots from one dataset to another without repeating the merge steps on each individual block, type, or plot. To do this the user performs the normal steps up to the point of dragging the desired data from the **Project to be merged** to the **Current Project**.

The user has two ways of selecting multiple data items.

1. Hold down the **<ctrl> key** and left-click the mouse on each desired **block**, **type**, or **plot** in the **All blocks, types or plots in project** interface, just to the right of the **Project to be merged** window. Drag and drop the highlighted data into to the **Current Project** interface and continue the merge process as explained above.

2. Hold the left button of the mouse down in the white portion of the interface and draw a box around the data to be merged. When the button is released the data to be merged will be highlighted. Drag and drop the highlighted data into to the **Current Project** interface and continue the merge process as explained above.

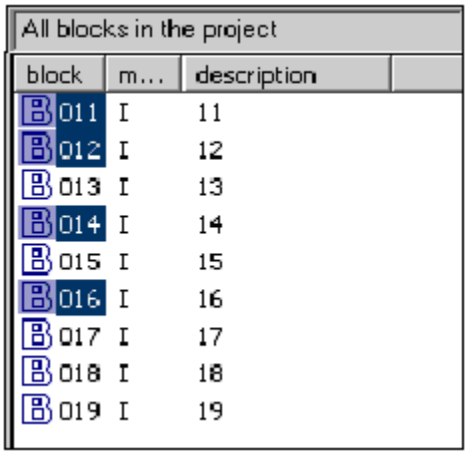

Figure 10 – Selecting Multiple blocks

When the **Cruise Data Merger module** is complete, it will close and return to the **CruiseComp** main screen.

CruiseComp does not support merging **Harvest Method** areas because the areas cannot always be correctly identified by block, and/or type. So once the merge process has been completed, the harvest method areas must be calculated and entered by hand.

Finally, once the data merger has been completed, check the **Current Project** to confirm that; all the required blocks, types, and plots are present, all labels are correct and all areas have been assigned correctly.